



**The Case of the Missing Donut**  
**DONUT YOU KNOW JESUS LOVES YOU?**

# The Mystery Begins

Where did our donut go?

An empty donut box sits abandoned, *sparking curiosity and excitement*. Our adventure starts here, as we unravel the clues to find the missing treat. Let the hunt begin!



# **The Mystery Begins**

**Where did our donut go?**

**You may print out the following clue pages or  
print them on donut-shaped cutouts.**

**(The answers to all clues and donut-shaped  
cutouts are included at the end.)**



# The Mystery Begins

## Set Up!

**Set up the clues in advance.**

**At each clue location, set out enough "next clue" pages so that each team may take a copy of their next clue with them.**

**When you are all set, walk through the hunt yourself to make sure all clues have been placed in the correct spot, and the hunt will run smoothly.**



# The Mystery Begins

## How to Play!

**When everyone has arrived, divide into teams (the number of participants on each team depends on the number of children/adults you have in attendance).**

**You choose!**

**If you have a wide age gap, make sure to put some younger and some older children on each team. The younger children may not be able to read well, but they can still participate in answering and finding the clues.**

**The goal is to solve all clues and be the first team to arrive back at the starting location with a copy of ALL their solved clues!**

**Everyone will receive a sweet treat (donuts), but the winning team will win something special...you decide...maybe two donuts! :)**



### **Allergies**

**Make sure you have treats available for children who cannot eat donuts!**

# The Mystery Begins

## How to Play!

**Assign one team leader for each group. The team leader will be in charge of reading the clues to their team and keeping his/her team together.**

**When arriving at a clue, the team leader must wait until ALL members have arrived before reading the next clue. Discuss the importance of helping and including the younger children on their team.**

**When a team solves their clue, the team leader will read the next clue outloud (but quiet enough so that other teams do not hear), and as a team, they must decide where they are heading next.**

**When the hunt is over, each team will return to where the adventure began, where a sweet treat...donuts...will be waiting!**



# Follow the donut's mysterious journey



**CLUE # 1**



**When I open, all  
come in, sit on pews,  
and say "Amen"**

# Follow the donut's mysterious journey



**CLUE # 2**



**People knock on  
me to say hello,  
but lock me up  
after their visitors  
go.  
What am I?**

# Follow the donut's mysterious journey



**CLUE # 3**



**A home for  
butterflies,  
ladybugs, and ants.  
Add dirt and water  
and you'll grow a**

\_\_\_\_\_.

# Follow the donut's mysterious journey



**CLUE # 4**



**I love a good mess;  
they fill up my belly.  
Doesn't matter what  
kind, clean,  
funny or smelly.  
What am I?**

# Follow the donut's mysterious journey



**CLUE # 5**



**I'm filled with letters,  
squares, and  
numbers too.  
What day is it?  
This will give you a  
clue.**

# Follow the donut's mysterious journey



**CLUE # 6**



**Our colors and shapes we  
show with great pride  
When the wind blows, we go  
for a ride.  
I wave all day but never  
tire. At the end  
of the day, I retire. What  
am I?**

# Follow the donut's mysterious journey



**CLUE # 7**



**Bling like diamonds,  
hard like rock,  
I'm crushed, cubed,  
or a solid block.  
Where am I found?**

# Follow the donut's mysterious journey



**CLUE # 8**



**Sniffles and sneezes  
are nothing new,  
this clue knows what  
to do.**

# Follow the donut's mysterious journey



**CLUE # 9**



**Time to chill, time to think; please go here for a cool, cool drink.**

# Follow the donut's mysterious journey



**CLUE # 10**



**We use this to call  
and tell. It was  
invented  
By Alexander  
Graham Bell**

# Follow the donut's mysterious journey



**CLUE # 11**



**I live on shelves. Go  
take a look  
I teach you things;  
I'm called a \_\_\_\_\_**

# Follow the donut's mysterious journey



**CLUE # 12**



**I have keys that  
make sounds, but I  
don't open doors.  
What am I?**

# Follow the donut's mysterious journey



**CLUE # 13**



**I have two hands  
upon my face  
You check my time to  
keep your pace**

# Follow the donut's mysterious journey



**CLUE # 14**



**This is where babies  
rest their  
heads. I'm soft and  
safe; I'm called a**

\_\_\_\_\_

# Follow the donut's mysterious journey



**CLUE # 15**



**I'm a friend to parents  
who like things neat.  
They really like it  
when you wipe your  
feet.**

# Follow the donut's mysterious journey



**CLUE # 16**



**Something that cuts  
but has two handles  
(Resource Room)**

# Follow the donut's mysterious journey



**CLUE # 17**



**Mops, brooms, and rags live here, and a cleaning bucket is always near.**

# Follow the donut's mysterious journey



**CLUE # 18**



**I used to write and  
send my letter,  
but now this machine  
does it better**

# Follow the donut's mysterious journey



**CLUE #19**



**You look at  
me to see  
yourself**

# Follow the donut's mysterious journey



**CLUE # 20**



**If you need to see in  
the darkness of  
the night, give me a  
nudge and I'll  
give you light.**

**When you have found all 20 clues, take  
those clues and return to where the  
adventure began...something sweet is  
awaiting you!**

# Follow the donut's mysterious journey



**CLUE #**



# Follow the donut's mysterious journey



**CLUE #**



Clue # 1 - Worship Center

Clue # 2 - Front Door

Clue # 3 - Plant (artificial)

Clue # 4 - Trash Can

Clue # 5 - Calendar

Clue # 6 - Flag

Clue # 7 - Ice machine, freezer (wherever you store your ice!)

Clue # 8 - Kleenex

Clue 9 - Water Fountain

Clue 10 - Telephone (Church Office)

Clue #11 - Book (Library)

Clue # 12 - Piano

Clue # 13 - Clock

Clue # 14 - Bed (Nursery)

Clue # 15 - Mat (Entryway)

Clue # 16 - Scissors (Resource Room)

Clue # 17 - Janitor's Closet

Clue # 18 - Typewriter or Computer

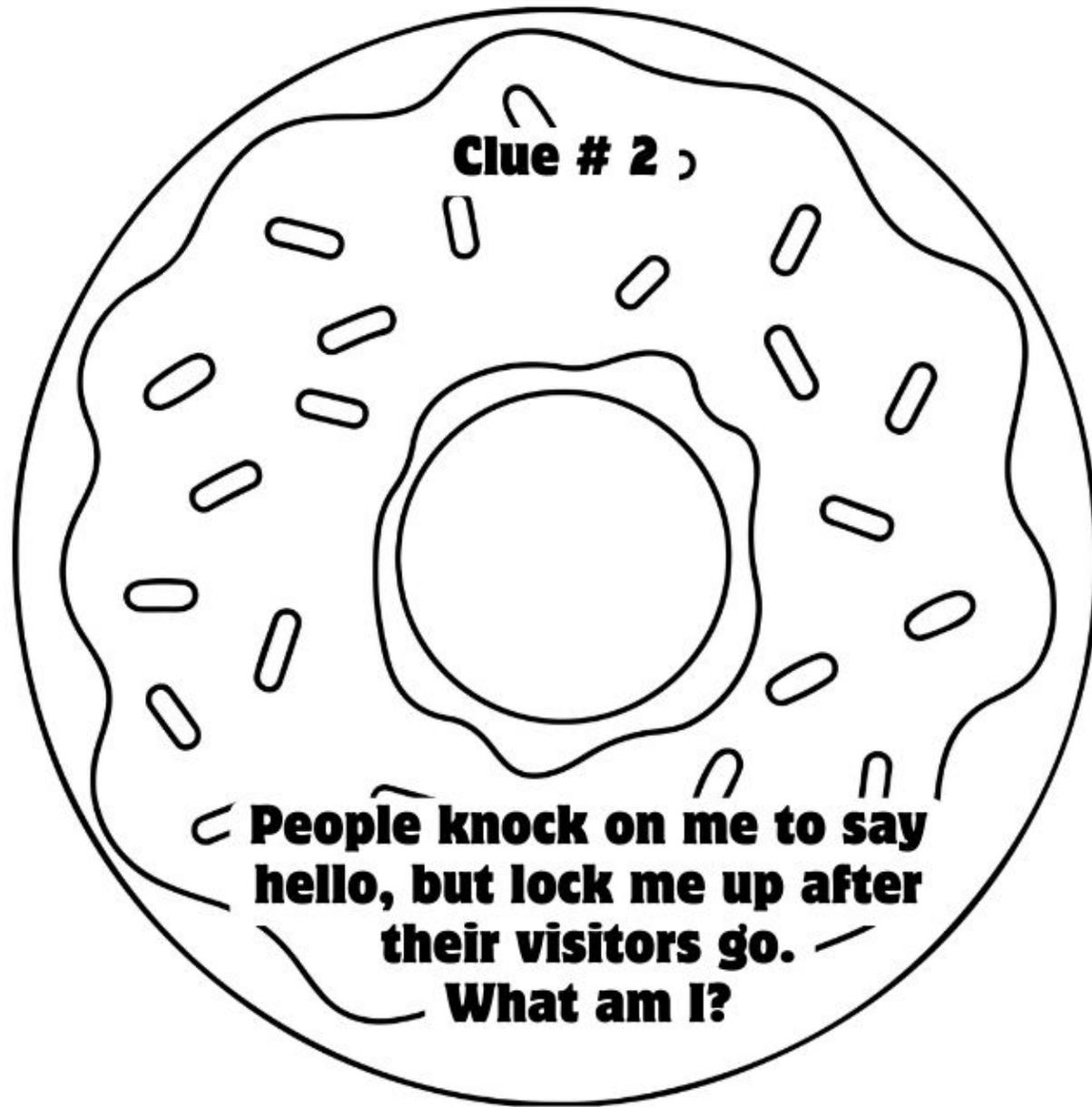
Clue # 19 - Mirror

Clue # 20 - Lamp



**Clue # 1**

**When I open, all  
come in, sit on pews,  
and say "Amen"**



**Clue # 2**

**People knock on me to say  
hello, but lock me up after  
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you'll grow a \_\_\_\_\_.**



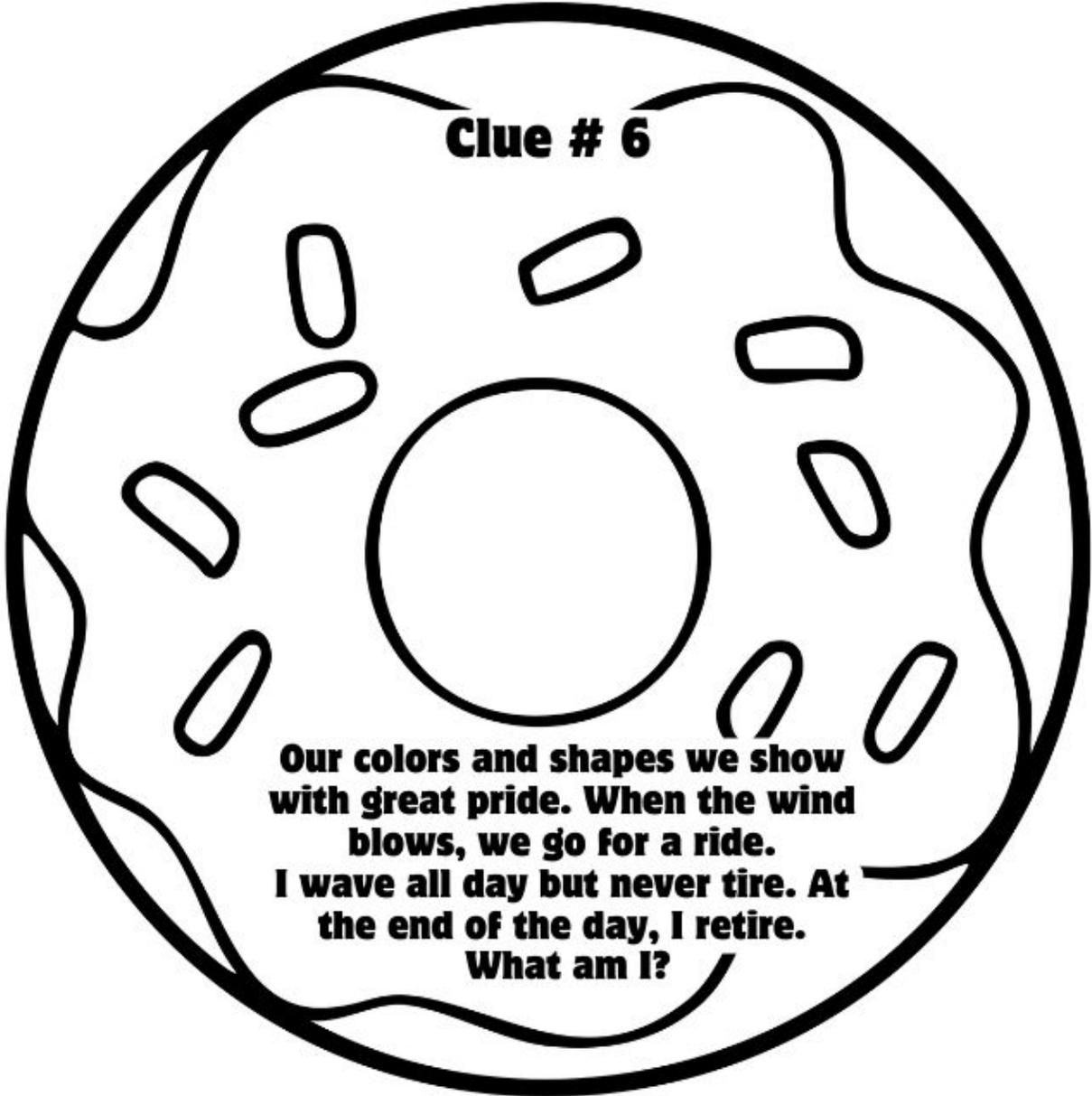
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**I have two hands upon my face  
You check my time to keep your  
pace**



**Clue #14**

**This is where babies rest their heads. I'm soft and safe; I'm called a**

\_\_\_\_\_



**Clue #15**

**I'm a friend to parents who like things neat. They really like it when you wipe your feet.**

A large, stylized donut with a thick black outline and a central hole. The donut is covered in various shapes of sprinkles, also drawn with black outlines. The text "Clue # 16" is written in bold black font at the top of the donut, and the riddle "Something that cuts but has two handles (Resource Room)" is written in bold black font at the bottom of the donut.

**Clue # 16**

**Something that cuts  
but has two handles  
(Resource Room)**



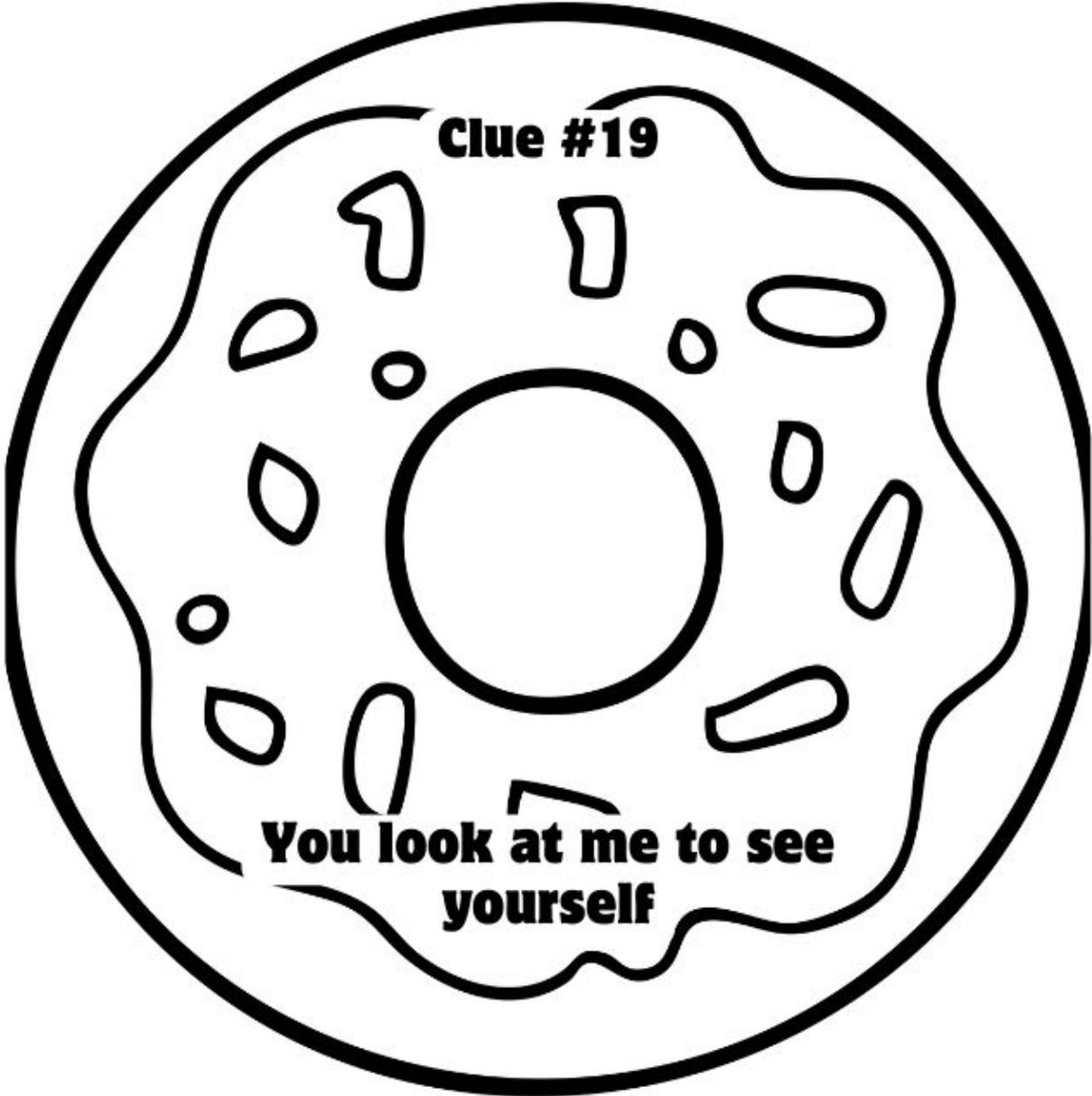
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